AGON

GLORY

NAME

40 | 80 **(D8)** | 120 **(D10)**
160 | 200 | 240 **(D12)**

EPITHET D

NAME D

LINEAGE / PRONOUNS — SCION OF

HONORED GOD — STRENGTH

DOMAINS

ARTS & ORATION D

BLOOD & VALOR D

CRAFT & REASON D

RESOLVE & SPIRIT D

PATHOS

AGONY

FATE

BONDS

When you use a Bond, ask them to:

BOLSTER YOU

BLOCK HARM OR FATE FOR YOU

FOLLOW YOUR LEAD

GREAT DEEDS & TROPHIES

DIVINE FAVOR

AUTHORITY ZEUS	**BEAUTY** APHRODITE	**CONVICTION** DEMETER	**CUNNING** HERA
DARING HERMES	**FEROCITY** ARES	**FORTITUDE** POSEIDON	**INGENUITY** HEPHAISTOS
INSIGHT HEKATE	**KNOWLEDGE** APOLLO	**PRECISION** ARTEMIS	**WISDOM** ATHENA

STYLE & NOTES

RECITE YOUR DEEDS

How does your **EPITHET**, **PATHOS** (an added Domain), or **DIVINE FAVOR** manifest in the contest?

ARTS & ORATION
What honeyed words did you use?
How did beauty manifest?
How were passions stirred or truths attested?

BLOOD & VALOR
How was blood spilled?
How was your strength, agility, or courage shown?
How did you take our breath away?

CRAFT & REASON
How was your knowledge or creativity shown?
How was trickery or intrigue displayed?
How did you figure it out?

RESOLVE & SPIRIT
How did we see your willpower in action?
How did you endure it?
How did the arcane or occult manifest?

SUFFER—*How did you fall short? Did you overreach yourself? Was the opponent too great? Was it cruel fortune?*

BOONS

- ■ Advance a d8 Domain die to d10
- ■ ■ Advance a d6 Domain die to d8
- ■ Advance your Epithet die to d8
- ■ Add another Epithet

- ■ When you support or bolster, the die you give counts as one size larger.
- ■ When you mark Pathos for an extra Domain, take two extra dice instead of one.
- ■ When you spend Divine Favor, roll +2d4 and keep the highest.

VIRTUES

ACUMEN	COURAGE	GRACE	PASSION

AGON

You are a hero of ancient legend. On your way home from war, you and your companions become lost among strange islands. The gods have set before you a series of trials so that you might prove yourselves worthy of glory and legend. Overcome these trials and the gods will allow you to return home.

As a player, your goals are:

- Create a mighty hero whose exploits we are excited to witness.
- Throw your hero against epic trials so they might prove themselves glorious.
- Compete with the other heroes to prove who is best.
- Embody the legendary virtues: Acumen, Courage, Grace, and Passion.

ORIGIN

1. Record your hero's **Epithet** (see list below). Your Epithet die is **d6**.
2. Record your hero's **Name** (see suggestions at right). Your Name die is **d6**.
3. Record your **lineage** (name a mortal ancestor or choose a god for a parent). Choose a **Domain** that suits your lineage and give it a **d8**. Your other Domains are **d6**. If you're a demigod, record **1 Bond** with your divine parent.
4. Choose your hero's current **honored god** and record two marks of Divine Favor with them: ⛒⛒. *You may choose a non-Olympian god as your honored god if you wish.* Record three more marks of Divine Favor among the gods ⛒⛒⛒.
5. Record your hero's **style**: their look, armor, and favored weapon.
6. When everyone is ready, introduce your heroes. Write the other heroes' names in the Bonds section of your hero sheet. Demigod heroes record **1 Bond** with each other hero. Mortal heroes record **2 Bonds** with each other hero.
7. Resolve the leadership contest of the Voyage phase before starting the first island.

EPITHETS

Choose one below or create your own:

Bloody-Minded	*Lithe-Limbed*
Clear-Voiced	*Loud-Roaring*
Clever-Eyed	*Many-Wayed*
Far-Sighted	*Pure-Hearted*
Forge-Master	*Shadow-Wise*
Great-Hunter	*Silver-Tongued*
Eagle-Eyed	*Strong-Limbed*
Hot-Headed	*Swift-Footed*
Iron-Minded	*War-Leader*
Lion-Hearted	*Well-Learned*

NAMES

Customize a name by changing the ending: Adrasta/Adrastos/Adrastor. Demetria/Demetrion/Demetrios. Etc.

Adrasta	Kyriakos
Agathon	Kyrina
Aimia	Kythia
Aklios	Leontios
Alexios	Lykos
Alkaios	Meloton
Anthys	Menodorra
Antiochos	Metrophanes
Archaleos	Mythekia
Aristeides	Nassas
Aristos	Nemaios
Arkadios	Nikanor
Armaios	Pantheras
Arras	Pelon
Artemisia	Phaidros
Chenaios	Pharos
Chiona	Sithas
Demetria	Sophia
Diothos	Straton
Domon	Sythia
Draos	Thais
Eionon	Thenas
Eirenaios	Theodora
Eklaios	Theoton
Hathor	Thrasyllus
Helene	Timaios
Heraios	Tryphania
Hesperos	Tychon
Iocaste	Xanthe
Isidora	Xanthos
Kalantha	Xenon
Kallias	Zendra
Kassander	Zenobia
Kleon	Zephyros

STYLE

LOOK

Choose a few that apply or create your own. Which feature(s) do we notice at a distance?

Animal Aspects
Bear, Bull, Eagle, Elephant, Fawn, Gazelle, Goat, Hawk, Horse, Hound, Lion, Panther, Ram, Raven, Rhino, Serpent, Shark, Stag, Tiger, Wolf -like

Eyes
Bright, Calm, Clear, Cold, Dark, Deep, Gentle, Hard, Hollow, Kind, Narrow, One, Pale, Piercing, Quick, Sad, Searching, Sharp, Shining, Soft, Weary

Form
Athletic, Battered, Big, Brawny, Chubby, Compact, Gaunt, Graceful, Heavy, Huge, Muscular, Plump, Lanky, Rugged, Scarred, Slender, Stout, Sturdy, Thick, Wiry

Hair
Bald, Bright, Braided, Bun, Cropped, Curls, Dark, Dyed, Fair, Flowing, Kinky, Long, Natural, Oiled, Ponytail, Ringlets, Shaggy, Shaved, Short, Spiky, Wavy, Wild

ARMOR

Battered, Bright, Bronze, Dark, Decorated, Golden, Minimal, None, Ornate, Piecemeal, Rich, Shining, Silver.

FAVORED WEAPON

Bow, Chain, Club, Fighting Pet (Falcon, Wolf, Panther, etc.), Fists & Feet, Hammer, Javelin, Sling, Spear & Shield, Sword, Paired Swords, Staff, Trident

AGON

HERO PLAYER REFERENCE SHEET

AGON is a game of fast-paced heroic adventure inspired by ancient legends. The Hero Players create heroes who wander from island to island, engaging in contests, resolving strife, appeasing the gods, and seeking their way home. The Strife Player presents each island—its strife, opponents, and other characters—by *revealing* the situation, *asking* leading questions, and *judging* contests.

A session of play consists of an adventure on a dangerous island. Each island is suffering from strife, which the heroes may overcome. The gods watch and judge, granting favor or wrath, depending on how the heroes resolve the situation.

When the heroes leave and continue their voyage, the gods light their way in the stars of the Vault of Heaven, leading them to the next island and closer to returning home.

ISLANDS

An island consists of several elements:

- The Signs of the Gods—Oracular messages that the leader of the heroes may use to interpret the will of the gods as the island unfolds.
- Arrival—An opening situation that introduces the strife of the island and a few impending contests.
- Trials—Contests that the Hero Players might face to address the island's strife (or they may forge their own path).
- Battle—A final showdown to resolve the situation.

Before the first island, resolve the Leadership phase of the Voyage (see page 4) to determine the leader of the heroic band.

CONTESTS

The Strife Player proposes a contest when the heroes try to achieve a goal that's blocked by a worthy opponent or when a worthy opponent acts against the heroes. The contest resolves which side gets their way.

In AGON, almost anything can be an opponent. A contest can occur against a raging storm, a perilous mountainside, a giant boar, a bandit army, a devious king, or the enchanting song of a siren. As long as the opponent is worthy, use a contest to resolve the outcome.

If there's no worthy opponent in a situation, the heroes simply accomplish what they're trying to do—it's an automatic success, not deserving of dice rolls or Glory.

To frame a contest, the Hero Players say what the heroes are doing to overcome a worthy opponent and the Strife Player tells them the **Domain** of the contest. There are four Domains: Arts & Oration, Blood & Valor, Craft & Reason, and Resolve & Spirit.

The Strife Player summarizes the situation and **what's at stake** in the contest. Contests in AGON are sweeping and definitive. If the heroes attempt to win over the Queen of Nimos to ignore ancient taboos, then she does so if they win. If the heroes lose, however, the Queen may throw them in the dungeon for their blasphemy. After every contest, the situation shifts dramatically.

CONTEST PROCEDURE

The Strife Player rolls for the opponent—their Name, Epithets, and any bonus dice. Keep the **single highest die** and add the **Strife Level** (starting at +5) to get the **target number** for the heroes. Then the Strife player asks, "Who will face [opponent Epithet(s) and Name] in this contest of [Domain]?"

Each Hero Player indicates their participation in the contest by **speaking their name**. Start with the leader and go around the table. On your turn, recite your hero's name and grab dice as you go: If your Epithet applies to the contest, grab that die. Add your Name die and the Domain die for the contest when you say your Name and lineage.

- You may mark Pathos (○) to roll an additional Domain die.
- You may invoke Divine Favor by calling on the strength of a god—if you do, add +1d4 to your pool and spend ⚄.
- If you spend a Bond, ask that player to give you a copy of their Name die to include in your dice pool.

"I will face this contest! I am swift-footed Adrastos, son of Circe! I call on the Precision of Artemis to aid me." The player grabs 1d6 for their Epithet, 1d6 for their Name, 1d6 for their Domain, and 1d4 for the Precision of Artemis (which spends a mark of Divine Favor).

Once everyone has spoken their names and gathered their dice, each Hero Player rolls their dice pool and sums the highest two (not counting the d4). Add the result of the +1d4 to the total.

The Hero Player rolls 3d6 and gets 3, 3, 4. The two highest dice sum to 7. Their 1d4 rolls a 3, which is added to the total, for a final result of 10.

Each Hero Player compares their result to the Strife Player:

- Equal to or greater: You **prevail**. Your action goes well.
- Less than: You **suffer**. Your action goes awry.

Starting with the Hero Player with the lowest result, each player narrates their action in the contest and describes the result (prevailing or suffering). If all the heroes suffer, the opponent wins the contest.

After the Hero Players have narrated, the Strife Player describes the resolution and new situation that results from the contest. The outcome from a contest is final—you may not attempt it the same way again.

REWARDS

A contest always results in Glory for the heroes. The prevailing hero with the highest result is **best**, and earns Glory equal to the Strife Player's result. The other heroes who prevail each earn half that amount. Heroes who suffer each earn 1 Glory (and may take harm—see page 4).

Heroes may also earn other rewards, depending on the nature of the contest, including a Bond with a character (or god), Divine Favor, or an Advantage die (d10) to use in a future contest.

BATTLES

A battle is a series of linked contests to defeat an opponent once and for all. Battles are played in three phases:

1. Clash: The heroes and the opponent maneuver for a superior position to gain an advantage in the battle. The winner of this contest (the opponent or the best hero) earns a 1d10 Advantage die, which they may use during the battle.

2. Threat: In the Threat phase, the opponent lashes out, causing disasters to named and/or unnamed characters, the island, or the wider world. Each hero chooses to either Seize control of the battle or Defend against a disaster caused by the opponent. If the heroes Seize control, they determine the Domain and stakes of the Finale phase of the battle (and the fate of the opponent). Otherwise, the opponent sets the Domain and stakes for the Finale. Each hero that prevails in the Defend contest may stop one disaster.

3. Finale: The heroes face the opponent in a final contest to determine the outcome of the battle and the fate of the opponent. If the heroes Seized control, they choose the Domain and set the terms—death, a change of heart, concessions, driven off, etc. Otherwise, the opponent may choose their own fate.

CONTESTS

The Strife Player chooses the **Domain** and rolls first. They ask, "Who will face this contest?"

Each Hero Player indicates their participation in the contest by **speaking their name**. Start with the leader and go around the table. On your turn, recite your hero's name and grab dice as you go: If your **Epithet** applies, grab that die. Then add your **Name** die and the **Domain** die for the contest when you say your **lineage**.

- You may mark **Pathos** (○) to include the die from a second Domain in your pool.
- You may invoke **Divine Favor** by calling on the strength of a god—if you do, add **+1d4** to your pool and spend a mark of Divine Favor ⚄.
- If you use a **Bond**, ask that player to give you a copy of their Name die to include in your pool.

Each Hero Player rolls their dice and **sums the highest two** (not counting the d4). Then, **add the result of the +1d4** to the total.

Each hero compares their result to the Strife Player:

- **Equal to or greater than**: You prevail.
- **Less than**: You suffer. *If the opponent is Perilous or Sacred, you take harm (see below).*

The prevailing hero with the highest result is **best**, and earns Glory equal to the Strife Player's result. The other heroes who **prevail** each earn half that amount. Heroes who **suffer** each earn 1 Glory.

Do any gods watch over this contest? Award 1 Divine Favor to heroes who strive in their honor.

HARM

Epic: Mark Pathos (○) to contest an *Epic* foe.
Mythic: Spend ⚄ to contest a *Mythic* foe.
Perilous: Mark ○ if you suffer.
Sacred: Spend ⚄ if you suffer.

Also, a hero may choose to die in a contest in order to prevail in it, regardless of their roll.

BONDS

When you use a Bond, ask that character to:

- **Bolster you:** They give you a copy of their Name die to roll. *A god has a d12 Name.*
- **Block harm for you:** They say how they defend you and neither of you take harm.
- **Follow your lead:** They endorse your plan.

SUPPORT

A Hero Player may choose to not roll in a contest and instead provide **support**. They pass their Domain die to the Hero Player of their choosing (who includes it in their dice pool). The supporting hero earns **1 Bond** with the hero they support plus **1 Glory**.

AGONY & THE THREAD OF FATE

When a hero enters **agony**, mark **Fate**. When you suffer Pathos in agony, mark Fate. When a Hero Player marks ⚀, they choose a **boon**.

EXODUS

When the heroes leave the island, complete the four stages of Exodus:

1 The Strife Plater determines the island's **destiny**.

2 Each Hero Player may record a **Great Deed** their hero accomplished on the island.

3 Each hero receives a **virtue** from every player.

4 A Hero Player may **change their Epithet** if they wish, to reflect a transformation in their hero.

VOYAGE

While following the stars to a new island, the heroes recover. Complete the stages of the Voyage:

1 **Fellowship:** The heroes relax and enjoy time with each other. Taking turns, each Hero Player asks a question to another hero. That player answers, then both players take a Bond with each other's heroes. Then the next Hero Player takes their turn, strengthening Bonds and asking a question of a player that has not yet been asked.

At the end of this stage, all heroes clear their **Pathos**.

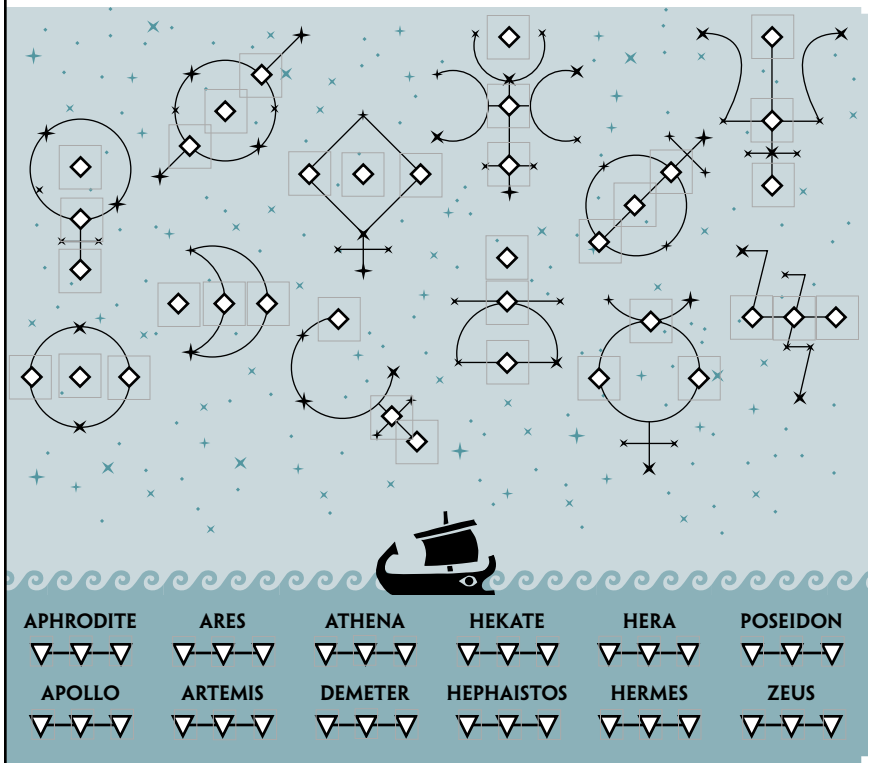
2 **Sacrifice:** The hero with the most Glory leads a sacrifice to the gods to seek guidance and favor. Each hero rolls in a contest of Resolve & Spirit. **The Strife Player rolls 2d6** and keeps the highest die (there is no Strife Level). Winners earn Glory as usual. The best hero also earns a Bond with the deity. Each hero marks **2 Divine Favor** with the god or gods of their choice.

3 **Leadership:** During the voyage, the ship and sailors face a challenge that the heroes must overcome. **The Strife Player rolls 2d6** and keeps the highest die (there is no Strife Level). The best hero chooses the **leader** for the next island—who also interprets the will of the gods.

4 **The Vault of Heaven:** The Strife Player marks progress on the Vault of Heaven. Mark a star (◇) if the heroes honored or pleased that deity while on the island (mark two stars if the heroes greatly pleased that god). Mark Wrath (▽) if the heroes dishonored or displeased that deity.

For each star marked, each hero receives **Divine Favor** (⚄) with that deity. For every **three stars** marked, each hero earns a **boon**. When a constellation is filled, each hero records a **Bond** with that deity.

THE VAULT OF HEAVEN



OPPONENT

NAME, EPITHET(S), BONUS DICE

DIVINE WRATH ▼ D8 ▼ D10 ▼ D12

ADVANTAGES

HIGHEST DIE

PLUS STRIFE LEVEL

+4 **+5** +6

THE STRIFE PLAYER'S ROLL

Roll the **Name**, **Epithet(s)**, and **bonus** dice of the opponent.

Keep the single highest die and add the current Strife Level to get a final result.

If any heroes equal or exceed the Strife Player's result, the heroes win. Each Hero Player recites their hero's deeds in the contest and their outcome, starting with the heroes who **suffer**, then the heroes who **prevailed**, then the **best** hero. If all the heroes fall short, they lose the contest and the opponent gets their way. The Strife Player describes the outcome.

STRIFE PLAYER PROCESS

- **Reveal** the situation to the Hero Players. Reveal what the heroes **know** and what they **suspect**. Be honest and direct.
- **Ask** questions and build on the answers to drive the game forward. Ask about **obstacles**, **threats**, **mysteries**, and **characters**. Think about what's at **stake**.
- **Judge** contests. Propose a contest when the heroes come into conflict with a **worthy opponent**. Determine the **Domain**.

After a contest, reveal the new situation, then ask, then judge, and so on.

AKOROS

CHORDIA

ENU

FENIOS

GULF OF KARIS

KRYOS

NOTES

ISLAND DESTINIES

KYKONIA

NIMOS

SOROS & ION

SPEIRA

TYMISOS

VRACHOI

NOTES

AGON
SEIZE
CLASH
THREAT
FINALE
DEFEND
Phase 2: Threat. The opponent lashes out, causing disasters. Each Hero Player chooses to Defend or Seize control of the battle.
Phase 1: Clash. The heroes maneuver against the opponent to win a d10 Advantage die, which may be used for one roll during the battle.
Phase 3: Finale. If the heroes Seize control, they set the Domain and stakes of the finale. Otherwise, the opponent does.

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- ☐ When you spend Divine Favor, roll +2d4 and keep the highest.

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